SHADOW OF ROME™

MATURE 17+

CONTENT RATED BY ESRB

CAPCOM®

SHADOW

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SHADOW OF ROME™

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A Special Message from CAPCOM®

Thank you for selecting SHADOW OF ROME™ for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

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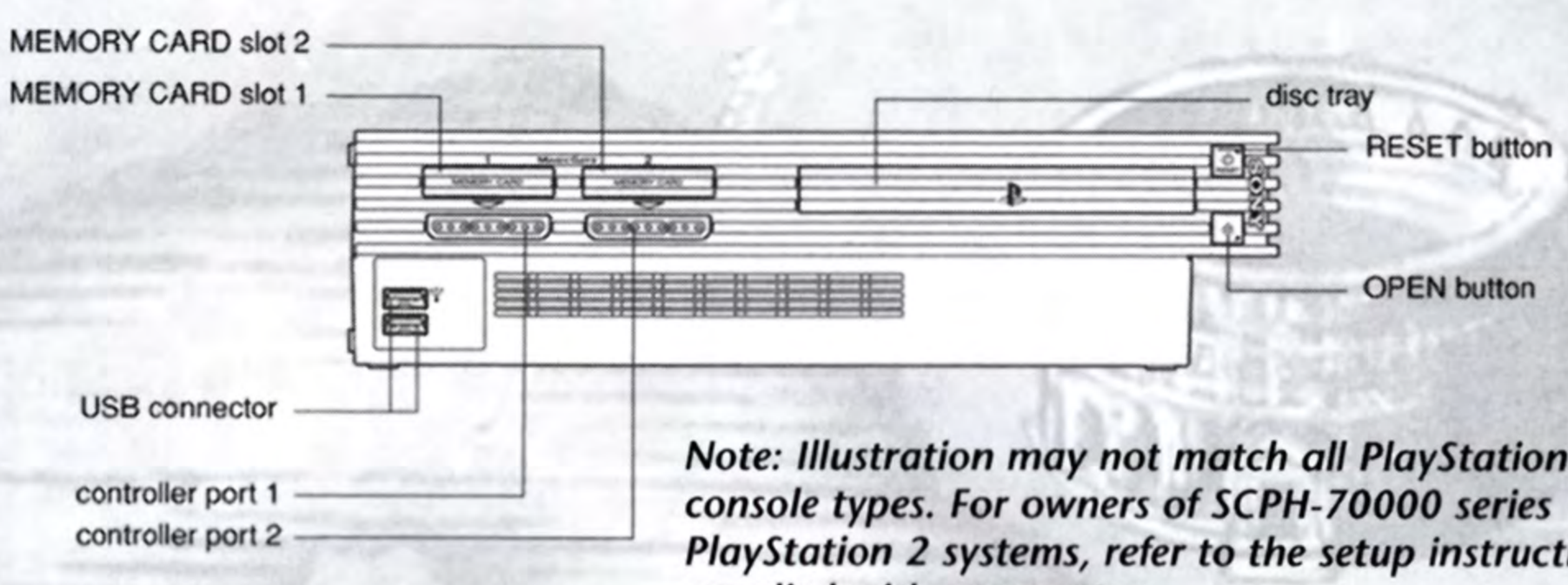
SHADOW

GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **SHADOW OF ROME™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games. (For more information, see page 17.)

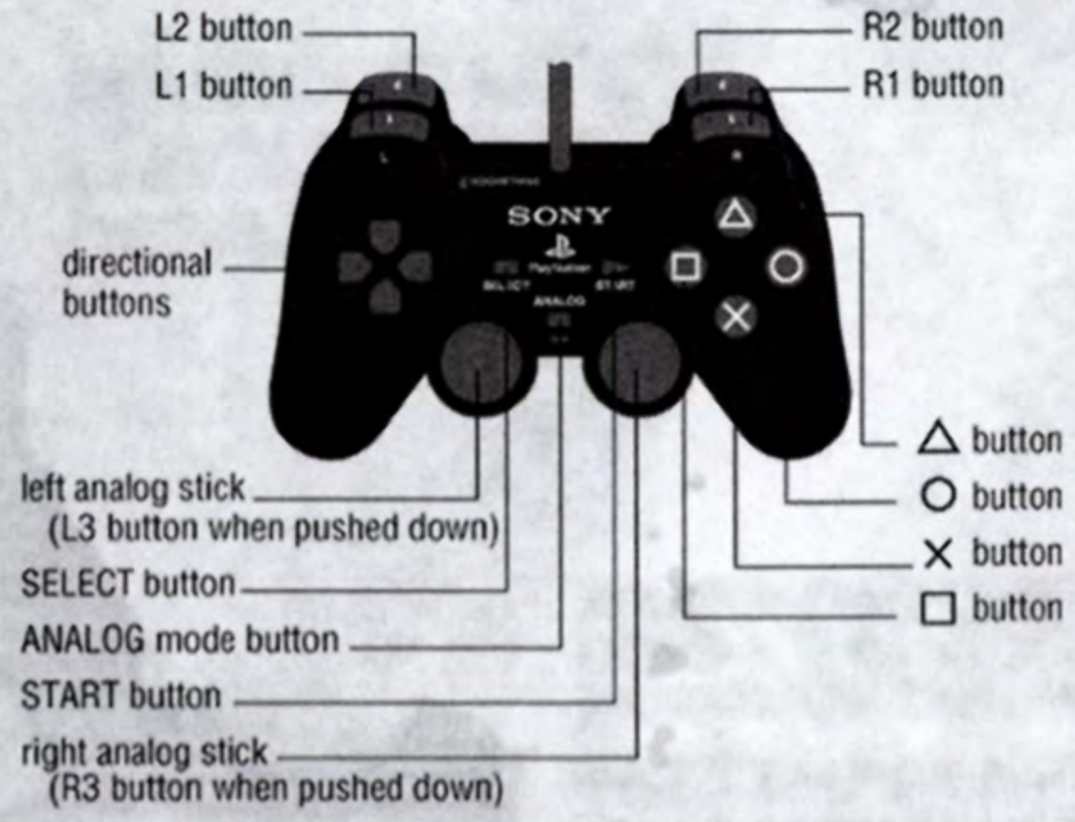
- You must be using a memory card with at least 166KB of free space in order to save your game data. You can save up to 10 **SHADOW OF ROME** games on a memory card before you have to overwrite older game data.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

OF ROME™

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

- Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.
- You can turn the controller's vibration function on/off in Option Mode. (See page 21)

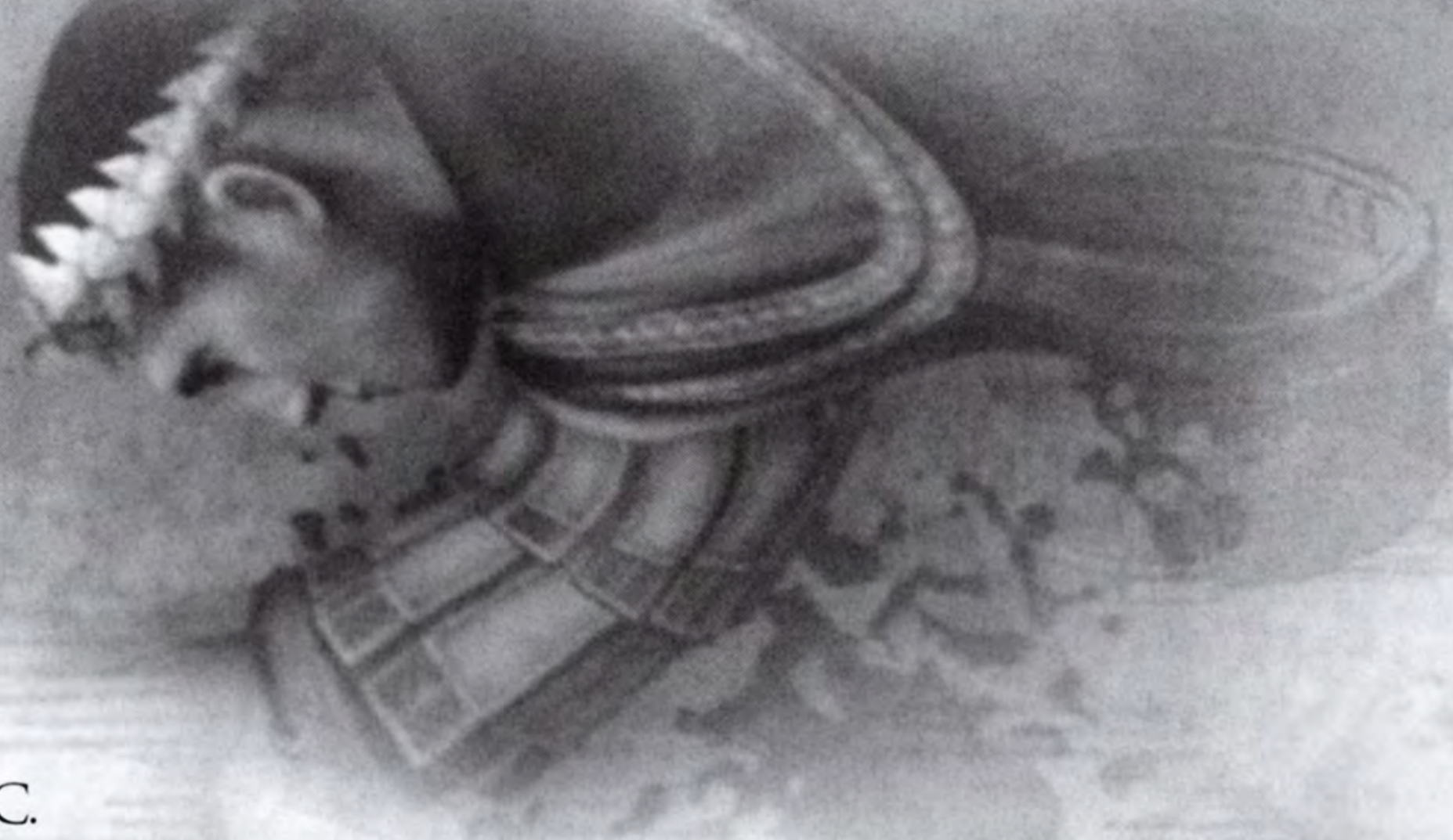


DEFAULT CONTROLS

left analog stick	Select options/Move character
directional button	↑: Drop helmet →: Drop main weapon ←: Drop sub weapon
△ button	Cancel menu selections/Go back one screen Agrippa: Throw main weapon Octavianus: Flatten out against wall
○ button	Confirm menu selections Search/Pick up items
□ button	Attack with sub weapon
× button	Confirm menu selections Attack with main weapon Agrippa: Power Attack (hold briefly then release)
L1 button	Agrippa: Guard Octavianus: Walk (hold down)
L2 button	Crouch
R1 button	Lock-on enemy target
R2 button	Enter 1st Person View Mode
right analog stick	Adjust camera angle
R3 button	Center camera
START button	Open Pause Menu
SELECT button	View Map Screen

SHADOW

MURDER IN THE SENATE



44 B.C.

The Roman Republic had grown to become the dominating cultural force in Europe, and its vast territory stretched throughout the Mediterranean region. However, under the rule of the Senate, an ominous shadow had begun to hang over the land. Government corruption and seemingly endless wars had brought the ordinary citizens of Rome to the brink of despair. It was at this fateful moment that a powerful leader named Julius Caesar appeared, poised to lead them out of the turmoil.

Though the Senate bristled at the thought of such a charismatic leader and feared a movement toward Imperial rule and away from the democratic rule that they shamelessly grew rich off of, the people of Rome embraced their new leader with a feverish devotion. They waited in anticipation for their great hero to restore Rome to its former glory and usher them all into a new age.

But before their hopes could be realized, a world-shattering event enveloped the whole of the Republic in a shadow so deep and dark that its effects changed the face of the Western world forever.

On March 15th, Caesar was brutally murdered on his way to a Senate meeting.

Upon hearing the news while away on a military campaign, Agrippa rushed back to Rome, where even more horrifying news awaited him. In his absence, his own father, Vipsanius, had been accused of the vicious crime and arrested.

Now, it is up to Agrippa and his friend Octavianus to put their heads — and weapons — together in an adventure that will take them deeper into this conspiracy and closer to the face of danger than either could have dreamed. Their adventure begins...

OF ROME™

THE CAST

AGRIPPA • OCTAVIANUS • CLAUDIA • SEXTUS

- Due to his outstanding military prowess, **AGRIPPA** was appointed General at a young age by Caesar himself. Octavianus is his good friend.
- Having lost his father at a young age, **OCTAVIANUS** was adopted and lovingly raised by Caesar. He is a close friend to Agrippa.
- The most famous military and political leader in Roman history, **CAESAR** possesses a wisdom in judgment and a warmth in character that has earned him the respect and admiration of an adoring public.
- The head of the Roman Senate, **CICERO** is a gifted speaker. He accuses Agrippa's father Vipsanius of the heinous crime of Caesar's assassination.
- A popular female gladiator, **CLAUDIA** is the younger sister of Sextus. After witnessing Agrippa's consummate skill, she recruits him for Sextus' gladiatorial stable.
- A crafty businessman who oversees a stable of gladiators outside Rome, **SEXTUS** has an easygoing attitude that's earned him respect from the men in his charge.
- Caesar's faithful and devoted servant **ANTONIUS** promises to rule Rome following the unexpected demise of the great leader.
- Secretary to Antonius, **MAECENAS** proposes the idea of a gladiatorial tournament whose winner is awarded the honor of executing the accused Vipsanius.

CAESAR • CICERO • ANTONIUS • MAECENAS

SHADOW

GETTING INTO THE GAME

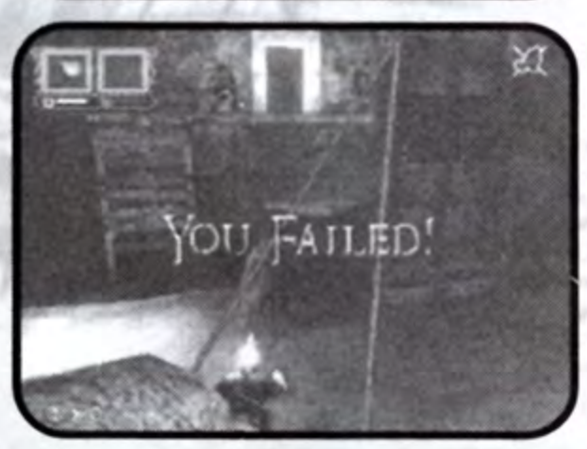
As you play SHADOW OF ROME, your control will switch between the two main characters, Agrippa and Octavianus, at various points in the game. Each character offers his own style of play. Agrippa's parts focus on gladiatorial combat, while Octavianus' parts focus on stealth action and information gathering.

Press the START button on the Title screen to display the Main Menu. Use the left analog stick to select options and press the ⊗ button to confirm your selection.

- **NEW GAME**: Begin a new game.
- **CONTINUE**: Resume the current game from the last save point.
- **LOAD GAME**: Resume a game from any SHADOW OF ROME saved game on your memory card. (See pages 2 and 17.)
- **BATTLE SELECT**: Replay any battle you have cleared.
- **SECRETS OF ROME**: View secrets that are revealed as you progress.
- **OPTIONS**: Adjust the game's option settings of the game. The Options Menu is also accessible through the Pause Menu. (See page 21.)

ENDGAME

- **AGRIPPA – GAME OVER**: Agrippa's Game Over occurs when his Vitality Gauge is fully depleted. A Game Over may also occur if he fails to fulfill the requirements of a Gladiatorial Match.
- **OCTAVIANUS – YOU FAILED**: Octavianus' game ends if he is attacked by an enemy. Octavianus may also fail if he is discovered in certain missions.



When the game ends, you have the option to:

- **CONTINUE**: Continue from the last Continue Point passed. Continue Points are certain points (such as before a Gladiatorial Match, or when you arrive in a new area) from which you can continue play.
- **QUIT**: Return to the Title screen. Your game data is not saved when you quit.

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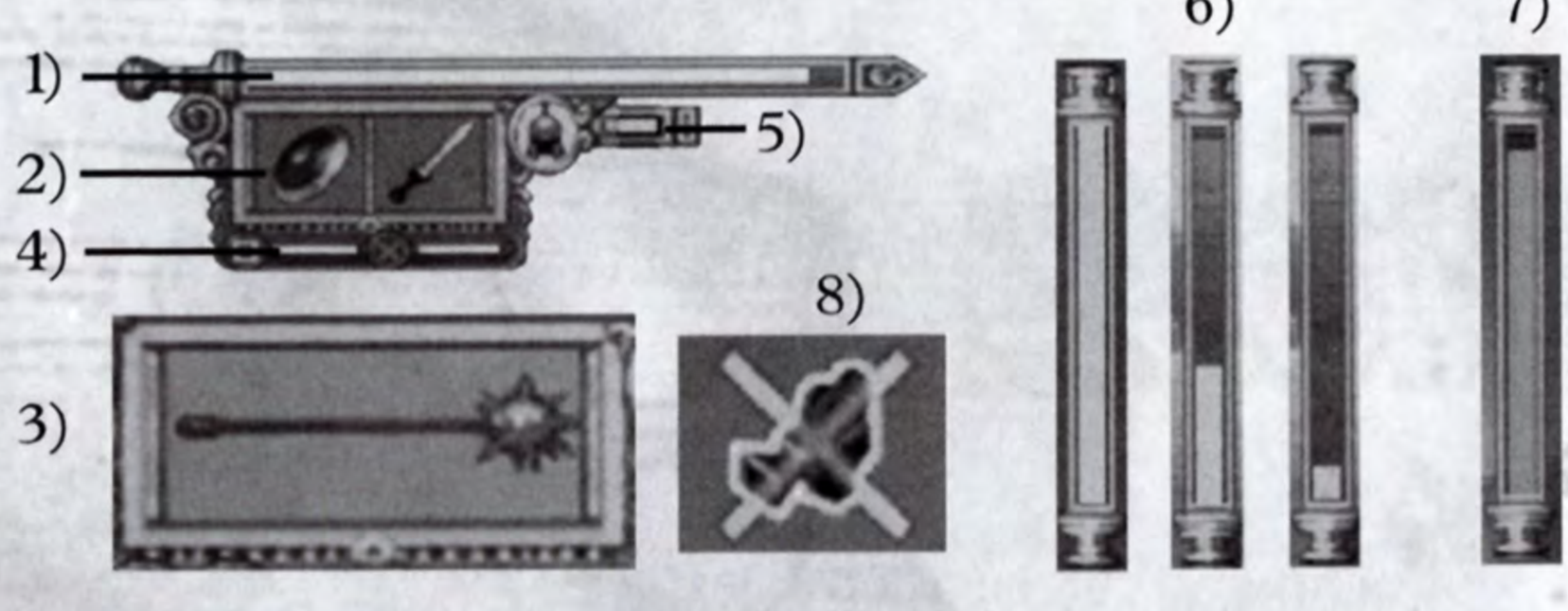
GAME SCREEN



1) **VITALITY GAUGE**: Agrippa's health. When Agrippa is attacked, the gauge loses energy. The game ends when the gauge is fully depleted.

2) **WEAPON WINDOW**: Displays equipped weapons: main weapon on the right, and sub weapon on the left. Main weapons are swords and similar melee weapons; sub weapons include bows, etc. Agrippa can hold one of each type. If no weapons are equipped, the Weapon Window is empty.

3) **TWO HANDED WEAPON**: An equipped two-handed weapon takes up the entire Weapon Window. Sub weapons cannot be equipped while Agrippa is holding a two-handed weapon.

4) **WEAPON DURABILITY GAUGE**: Displays the equipped weapon's durability. Attacking or guarding with a weapon causes the gauge lose energy until it is empty, at which point the weapon breaks.

5) **HELMET DURABILITY GAUGE**: Displays the durability of the helmet Agrippa is wearing. Helmets decrease the damage Agrippa takes when hit, but they break when this gauge is fully depleted.

6) **ALERT GAUGE**: Appears when Octavianus is spotted by an enemy. It loses energy over time time until it disappears, at which point the enemies give up their search for Octavianus.

7) **TAIL GAUGE**: In some missions, Octavianus is tasked with tailing certain people. If he loses his target, this gauge appears and begins to deplete until it completely runs out, at which point Octavianus fails the mission. If Octavianus spots his target again, the gauge is reset.

8) **CAMERA LOCK ICON**: This icon appears in areas where the camera is locked and cannot be adjusted.

SHADOW

BASIC ACTIONS

CHARACTER MOVEMENT

- Move the left analog stick in the direction you want to go. Push it lightly and the character will walk. Push it farther and he will run.

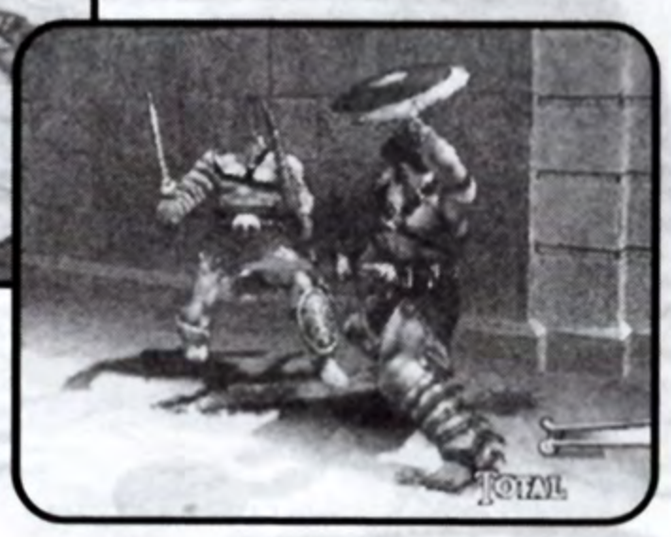
CAMERA MOVEMENT

- The camera rotates around the character in the direction you push the right analog stick. This function is not available when the Camera Lock icon is on screen.

ATTACKING

- Press the ⊗ button to attack with your Main Weapon and the ■ button to attack with your Sub Weapon.

Main Weapon Attack



Sub Weapon Attack

LOCK-ON

- Press the R1 button to lock-on to a particular enemy. You move in relation to the enemy position for as long as you hold down the button.

CROUCHING

- Press and hold the L2 button to crouch. You can move while crouching.

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THROWING WEAPONS

- **AGRIPPA**: While holding a main weapon, press the △ button to throw it. Press the R1 button (lock-on) to make it easier to aim before throwing.
- **OCTAVIANUS**: Press the ✕ button to throw certain items (apples, stones, etc.). Sub Weapons cannot be thrown.

PICKING UP WEAPONS

- Pick up weapons by pressing the ○ button near them. When you get near a weapon, its name and durability are displayed.

DROPPING WEAPONS

- Press the directional buttons ➡ to drop your Main Weapon. Press ⬅ to drop your Sub Weapon. Press ⬆ to drop your helmet.

FIRST PERSON VIEW MODE

- Hold the R2 button to enter First Person View Mode. Then press the directional buttons ⬆/⬇ to zoom the camera in/out. This comes in handy when aiming weapons before throwing them.

SHADOW

ACTION ICONS

SEARCH

- When you are near an item or object that can be examined, the Search icon appears. Press the ◉ button to examine the object.

ACTION

- The Action icon appears when you are near an object such as a ladder or crate that can be climbed up or down. Press the ◉ button to initiate the action.

TALK

- When you are near a person you can speak to, the Talk icon appears. Press the ◉ button to hail the person or listen in on a conversation.

OPEN

- When you're standing near a door, the Open icon appears. Press the ◉ button to open the door. Doors that do not display this icon cannot be opened.

PEEP

- This special action is unique to Octavianus. The icon appears when he is crouching (L2 button) in front of a door. Press the ◉ button to peep through the keyhole and see what's happening on the other side of the door. Press the button again to stop peeping. Some doors cannot be peeped through.

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AGRIPPA'S ACTIONS

FIGHTING WITHOUT WEAPONS

- **PUNCH**: With no weapons equipped, press the ⊗ button to punch with your right hand and the □ button to punch with your left hand.
- **SHOULDER RAM**: Ram enemies by holding down the R1 button pressing the left analog stick toward the enemy, and pressing the ⊗ button.

Punch

Shoulder Ram

TAKING WEAPONS FROM ENEMIES

- **STRUGGLING FOR WEAPONS**: While weaponless, press the ⊗ button directly in front of an enemy to initiate a struggle for the weapon the enemy is holding. When the struggle has begun, repeatedly press the ⊗ or □ button to pull the weapon away from its owner. This will not work if the enemy is attacking or taking damage at the instant you first press the button.
- **STEALING WEAPONS**: While weaponless, press the ⊗ button the instant before an enemy strikes to snatch the weapon from his hand.

Struggle

Steal

SHADOW

GET ATTENTION

- Press the ▢ and ⊗ buttons simultaneously to show off and get attention from the crowd. See the **SALVO** information on page 16 for more details.

POWER ATTACK

- With a Main Weapon equipped, hold down the ⊗ button, then release for a powerful power attack.

ATTACK FROM THE GROUND

- While on the ground, press the ⊗ button to attack enemies who are coming after you.

ATTACK ENEMIES ON THE GROUND

- STOMPING: With no weapons equipped, approach a downed foe and press the ⊗ button to stomp on him. Agrippa will also stomp downed foes while holding weapons if he is not locked-on to the foe.
- WEAPON ATTACKS: With a main weapon equipped, hold down the R1 button and press the ⊗ button near a downed foe to attack with your Main Weapon.

Stomp

Weapon Attack

BLOCK OPPONENT

- Grab a groggy opponent from behind with the ■ button, and you can use him as a shield to block incoming attacks. Opponents become groggy when their Life Gauge drops to a certain level or when they sustain certain attacks.

SUPLEX

- While holding an enemy from behind, repeatedly press the ✕ or ■ button to perform a Suplex move.

SUPRA ATTACK

- With a main weapon equipped, simultaneously step toward the opponent (move forward while locked on) and attack with the ✕ button.

PULL UP DOWNED OPPONENT

- Approach an opponent lying on the ground and press the ■ button to pull him back to his feet.

KICK

- Simultaneously step back from an opponent (move backward while locked on) and attack with the ✕ or ■ button.

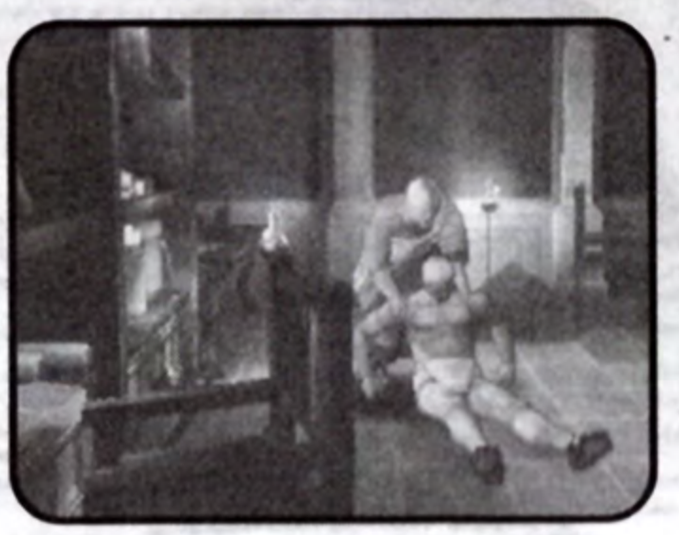
SHADOW

OCTAVIANUS' ACTIONS

DEALING WITH UNCONSCIOUS FOES

- When you approach an enemy who's been knocked out, the Search icon appears. Now you can press the ◉ button to display a menu. Move the left analog stick ⬆/⬇ to move the cursor on the menu and press the ⊗ button to choose an option.

- **STEALING CLOTHES**: Remove and then change into opponent's clothing and accessories.



- **DRAG**: Drag enemy's body to a more hidden location.

- **WAKE**: Wake up unconscious foes.

- **TAKE ITEM**: Take useful items such as Keys from unconscious foes.

SNEAKING ALONG WALLS

- Press the △ button while facing a wall to flatten out against it. Then use the left analog stick to move back and forth along the wall. Press the △ button again to move away from the wall and return to normal stance.

PEEK/ZOOM

- Octavianus will automatically peek around corners when he's sneaking along a wall. While peeking, press the directional buttons ↑/↓ to zoom in/out.

CLIMB UP/DOWN

- When the Action icon appears, press the ○ button to climb up or down various objects in the background.

HIDING ITEMS

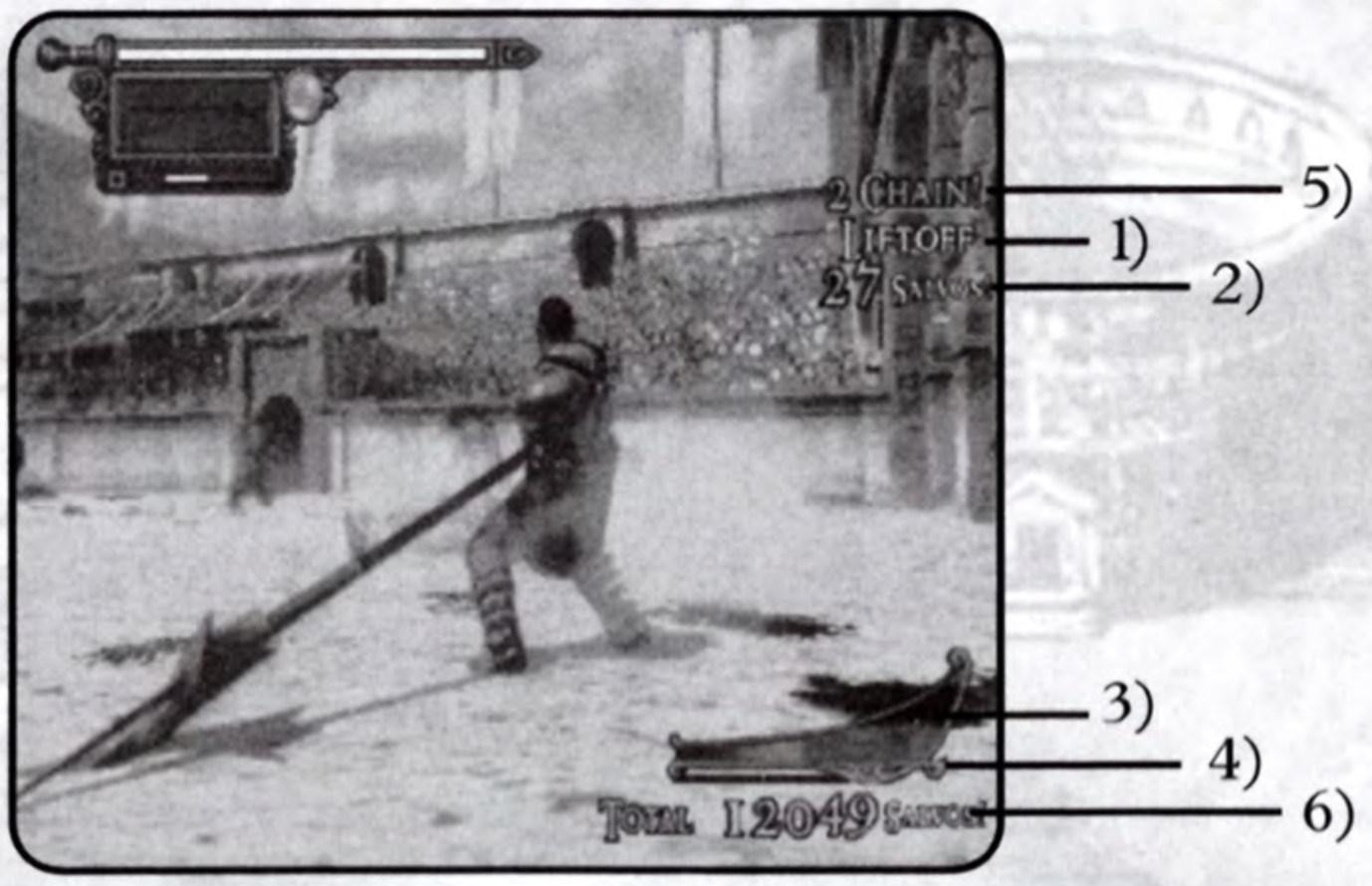
- While holding an item, press the R1 and L1 buttons simultaneously to conceal the item behind Octavianus' back. To move Octavianus while he's holding an item, move the left analog stick while continuing to hold down the L1 and R1 buttons.

WHISTLING

- Press the □ and ○ buttons simultaneously to whistle. This is useful for drawing the attention of enemies and getting them to move to the source of the sound. Some enemies don't react to whistling.

SHADOW

BATTLE SCREEN



1) **SALVO**: A SALVO is an action or combination of actions that pleases the crowd. When a Salvo is performed, its name appears on screen.

2) **SALVO POINTS**: Salvos are awarded different point values, which appear on screen when you perform the Salvo. A Salvo's point value will decrease if you use the same Salvo repeatedly.

3) **EXCITE GAUGE**: This gauge displays the excitement level of the crowd in response to your performance of Salvos. If you get attention from the crowd (press the ▣ and ⊗ buttons simultaneously) while they are excited (the gauge is high), they may throw items and weapons into the arena to help you. Get attention when the gauge is at its maximum and you may be awarded powerful or rare weapons. The Excite Gauge begins to lose energy if you go too long before performing a Salvo.

4) **CHAIN TIMER**: When you perform a Salvo, this gauge starts to fill up. Perform more Salvos before it drains, and you could successfully pull off a Chain Combo and accumulate extra Salvo Points. Getting attention while the gauge is active causes it to reset.

5) **CHAIN COUNT**: Number of Salvos successfully chained together into a combo.

6) **TOTAL SALVO POINTS**: Total number of Salvo Points you've acquired in the current round.

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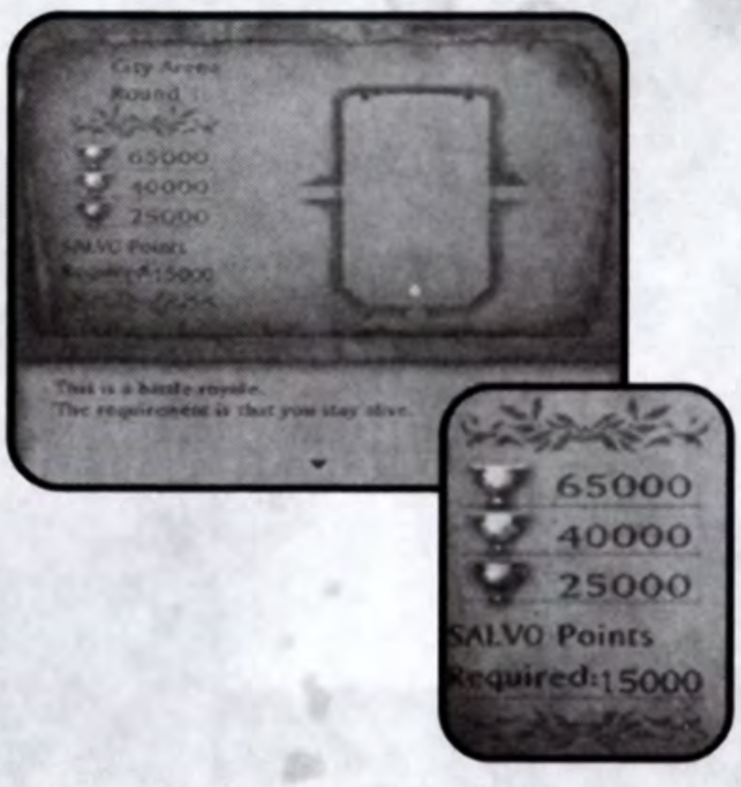
BRIEFING & RANKING

BRIEFING

Before each round in the arenas, Sextus will outline the day's event and give advice for emerging victorious.



- RANK: Your total number of Salvo Points is evaluated following a round, and you'll be awarded a Gold, Silver or Bronze Cup if you've acquired the requisite number of points for that particular event. You can check the Point Quotas on the Briefing screen preceding each round.

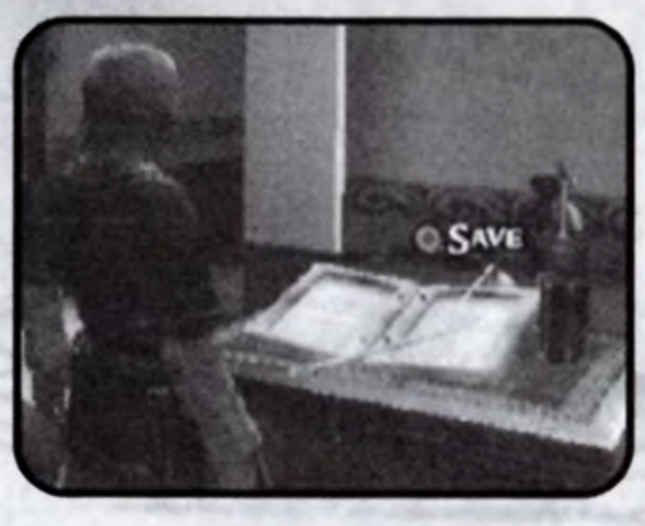
RANKING

At the end of a round, the Ranking screen shows your Salvo Point total, the names of all Salvos you performed and the number of times you performed them. Your rank is decided based upon this total number.

SAVING & LOADING

SAVING GAME DATA

Throughout the game, you will find glowing Adventure Logs that serve as save points. Search one to save your data up until that point. You can also save game data after finishing each Chapter.



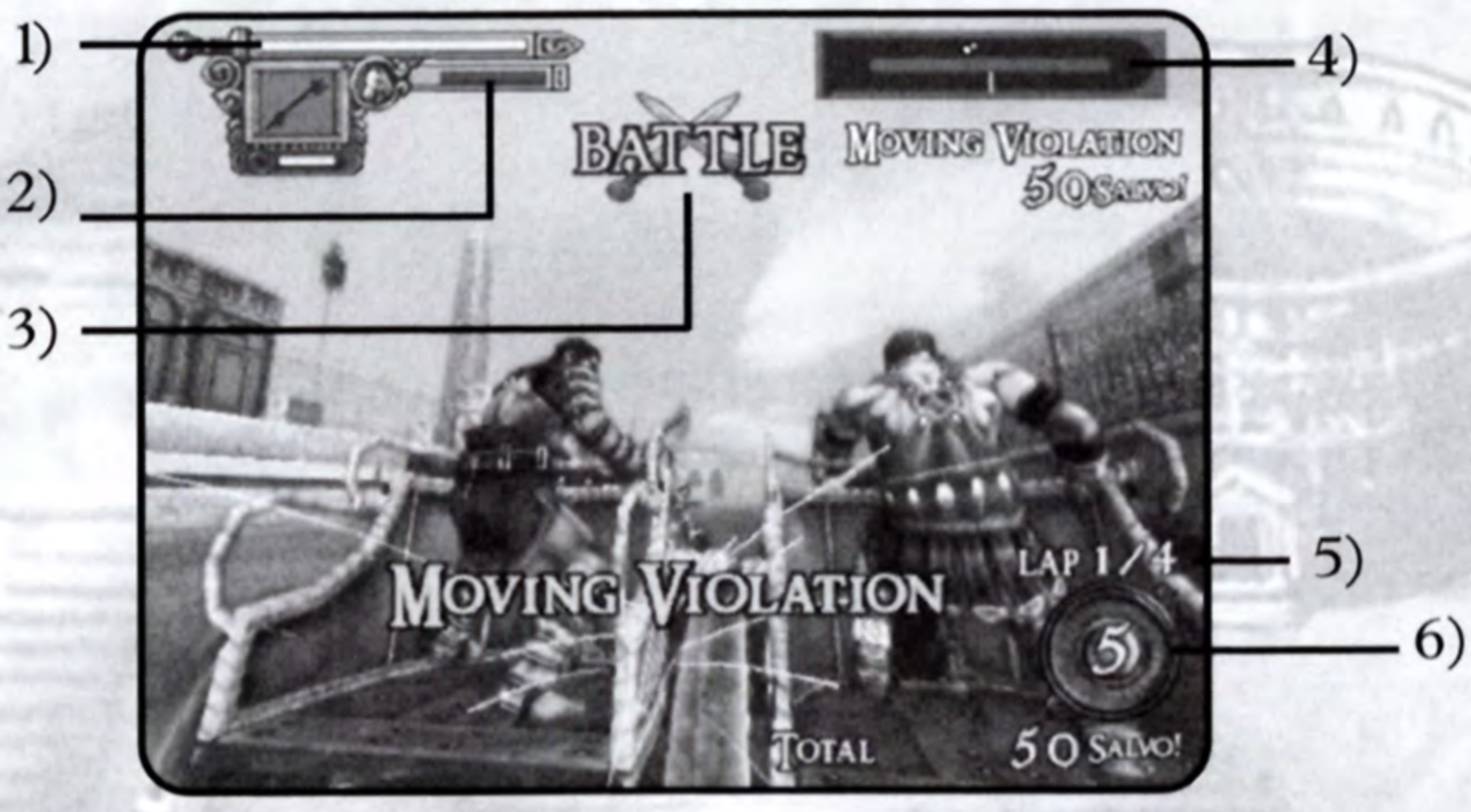
LOADING SAVED GAME DATA

Select the **LOAD GAME** option on the Title screen to display the Load screen. Select the saved game data you want to load and press the ⊗ button.

- You must be using a memory card with at least 166KB of free space in order to save your game data. You can save up to 10 **SHADOW OF ROME** games on a memory card before you have to overwrite older game data.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

SHADOW

CHARIOT RACING



CHARIOT RACE CONTROLS

left analog stick	Steer
△ button	Guard (Battle Mode)
○ button	Attack (Battle Mode)
□ button	Brake
✕ button	Accelerate
L1 / R1 button	Slide attack left/right
right analog stick	Adjust camera angle

1) VITALITY GAUGE: This gauge decreases as Agrippa takes damage from enemy attacks. If the gauge completely drains, the game ends. A Game Over also occurs if your chariot is so badly damaged that it cannot continue the race, regardless of Vitality Gauge status.

2) STAMINA GAUGE: Displays the horse's stamina. Press the ✕ button to accelerate by whipping the horse and making him run faster, but the Stamina Gauge decreases when you do so. The gauge recovers if you release the ✕ button for a short time.

3) BATTLE MODE INDICATOR: When this indicator appears, press the ○ button to attack your foe. Press the △ button to guard against attacks.

4) MAP: Shows the course layout and the positions of Agrippa and the other racers.

5) LAP COUNT: Total number of laps in the race and current lap number.

6) POSITION: Displays Agrippa's current position in the race.

PICKING UP WEAPONS

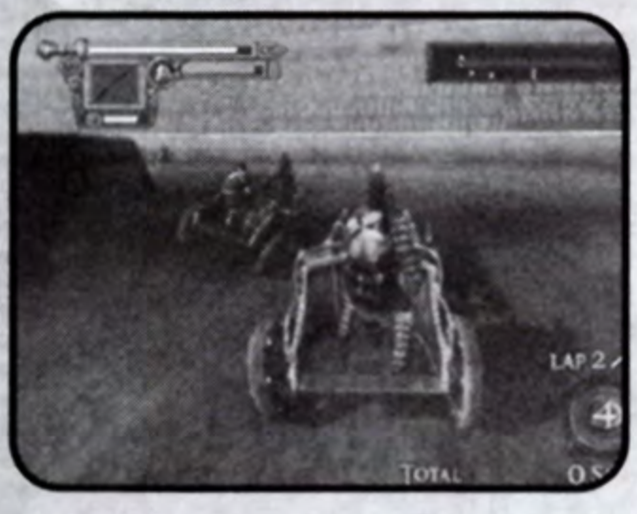
Slaves holding weapons will come out and stand on the track during the race. Aim carefully and pass by to grab the weapon automatically. If you hit the slave, you cannot get the weapon he was holding.

BATTLE MODE

If you approach or are approached by an enemy chariot during the race, the Battle Mode indicator appears. While in Battle Mode, you can attack the enemy with weapons and guard against his attacks.

RACE MODE

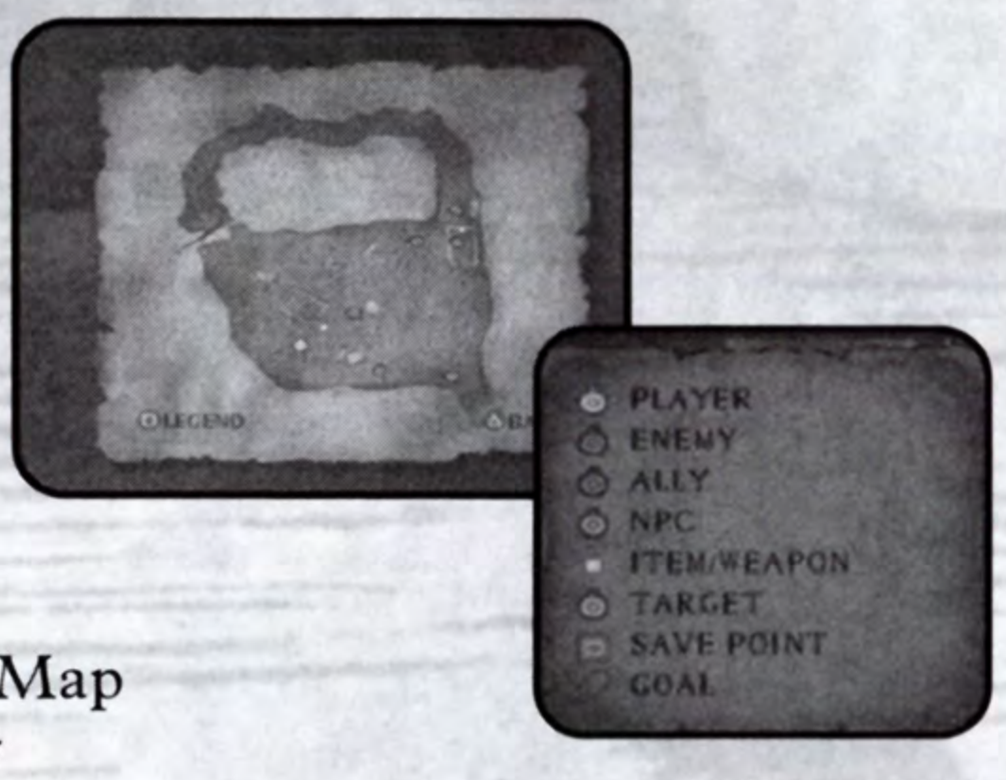
If the Battle Mode indicator is not displayed, you are in Race Mode. During Race Mode, you cannot attack (○ button) or guard (△ button).



MAP

Check your location within a stage on the Map screen by pressing the SELECT button. In addition to seeing your own position, you can find the location of the area's goal and check the positions of enemies, items, etc.

- You cannot move while the Map Screen is open.
- If you are attacked or spoken to while the Map screen is open, the game will automatically return to play mode.

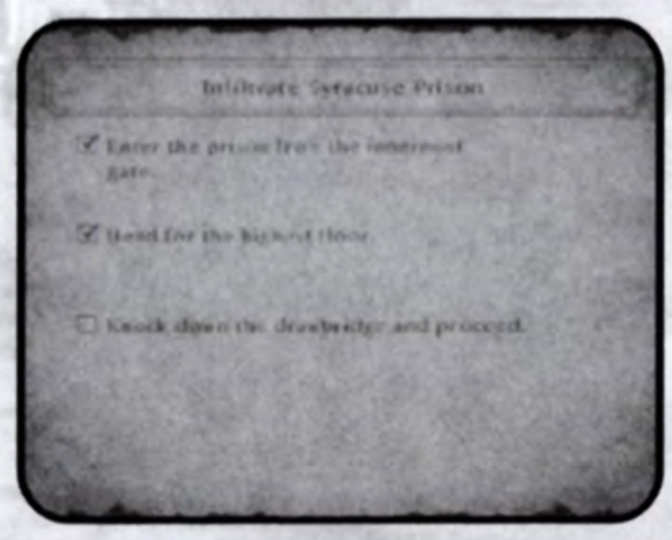


SHADOW

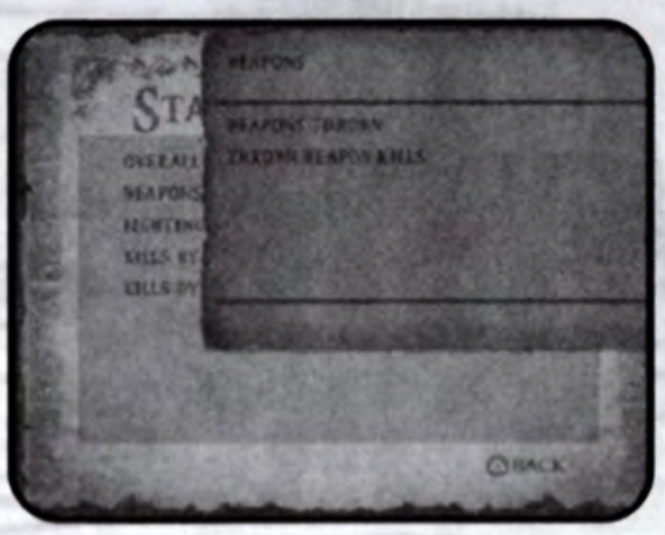
PAUSE MENU

Press the START button during the game to open the Pause Menu. Use the left analog stick to cycle through the available choices and press the ⊗ button to confirm your selection.

- **MEMO**: Confirm your goals for the current stage. As you achieve each goal, a checkmark appears next to it. The list of goals may grow as the stage progresses.



- **STATS**: Check various statistics about your game.

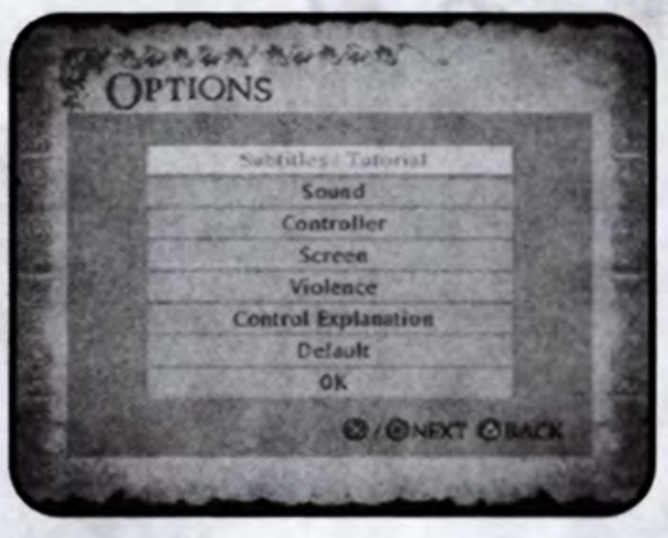


- **PROFILE**: Find detailed information about various characters in the game.

- **SALVO LIST**: All Salvos you performed so far in the game are listed here. Highlight one to see how it is performed. You can only view Salvos you have already performed.
- **OPTIONS**: Adjust various game settings. (See page 21)
- **QUIT GAME**: Return to the Title screen without saving your latest progress.

OF ROME™

OPTIONS MENU



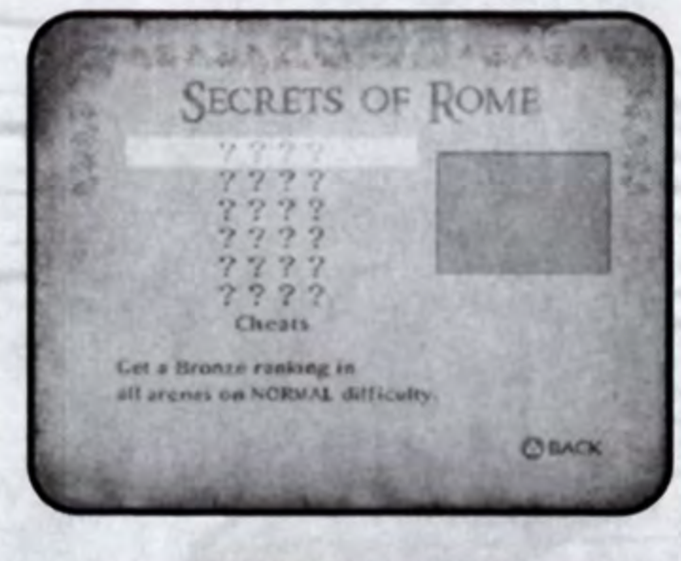
Adjust various game settings via this menu. Use the left analog stick to highlight a selection and press the ⊗ button to confirm your choice.

- **SUBTITLES/TUTORIAL**: Turn the subtitle display and tutorial feature on/off.
- **SOUND**: Choose your sound output options from **STEREO**, **MONO** or **DOLBY PRO LOGIC II**, and adjust the volume of the game's background music and sound effects. (This game is presented in Dolby® Pro Logic® II. Connect your PlayStation®2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.)
- **CONTROLLER**: Turn the controller's vibration function on or off, select normal/reverse controls for vertical and horizontal camera movement, turn on the Auto Camera (automatically tracks character from behind), and turn on Auto Lock (nearest enemy will be automatically locked on without a button press).
- **SCREEN**: Adjust screen brightness and center the game screen on your TV.
- **VIOLENCE**: Toggle extreme violence on/off. Turn blood on, off, or green.
- **CONTROL EXPLANATION**: Familiarize yourself with the game's various control schemes.
- **DEFAULT**: Return all options settings to their default values.
- **OK**: Exit the Options Menu with the changes you've made.

SECRETS OF ROME

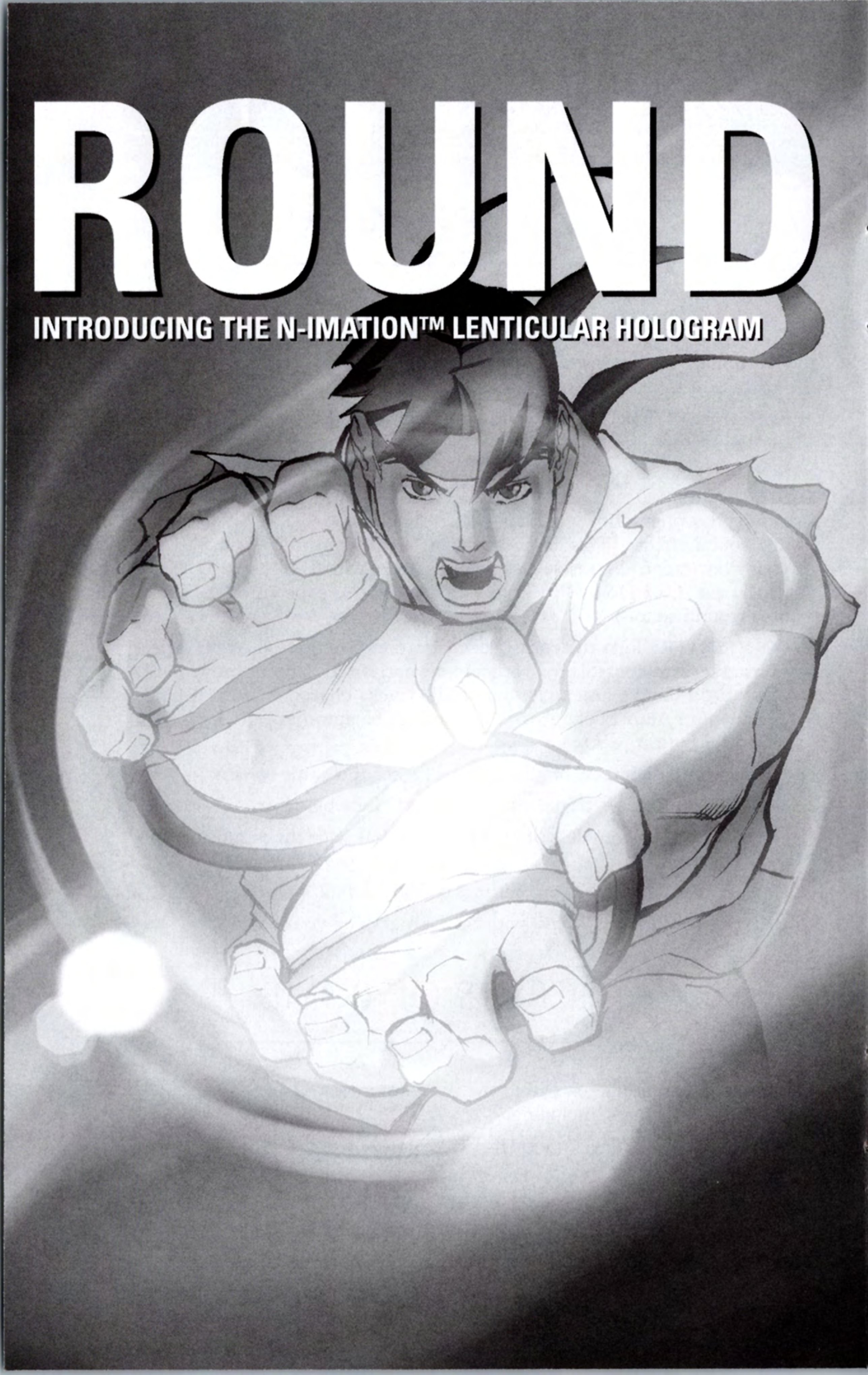
Fulfill certain requirements within the game to unlock various special features, including:

- **ART GALLERY**
- **CHEATS**
- **SURVIVAL**
- **THE BIG ESCAPE**
- **THE UGLY DUCK**
- **FLING**
- **THE LABYRINTH**
- **CHARIOTS OF IRE**



ROUND

INTRODUCING THE N-IMATION™ LENTICULAR HOLOGRAM



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